**RANKS**

- **Major**
  - LV8
  - LPs is 2d6 + 8
- **Captain**
  - LV6
  - LPs is 2d6 + 6
- **Lieutenant**
  - LV4
  - LPs is 2d6 + 4
- **Sergeant**
  - LV2
  - LPs is 2d6 + 2

**DEPARTMENTS**

- Each Detachment is 10 TUs. At least half of any Infantry not mounted on skimmers should be regularly armed troops. A detachment should include at least 1 additional crew-served, towed weapon.

  - **Infantry Platoon Detachment:**
    - 1 KleineKrad with 1 additional towed weapon (which counts as one TUs in total), 4 HSW equipped KleineKrads carrying, 4 Infantry TU's (2 regular, 1 support, 1 Buzzbomb), 1 Infantry TU on skimmers with buzzbombs.
    - Total: 825pts.
    - Or...

  - **Tank Hunter Detachment:**
    - 2 KleineKrad with 2 additional towed weapons (which counts as two TUs in total), 2 anti-tank missile KleineKrads, 6 Infantry TUs on skimmers with buzzbombs.
    - Total: 940pts.

  - Add a Lt. to a detachment at 20pts.

- Use either force as a SINGLE detachment during play. Build a bigger force by using both detachments and adding a captain (40pts). A third detachment could be added by duplicating one of the detachments with a major (100pts).

**POINTS COSTS**

- KleineKrad: 125pts; anti-tank missile KleineKrad: 175pts.
- KleineKrad: with additional towed weapon: 175pts
- Infantry with or without support weapon: 25pts; infantry with buzzbomb launcher: 35pts; infantry with buzzbomb launcher and skimmers: 40pts.

Up to 1 additional sergeant could be purchased at 10pts.